I'm human

Star traders frontiers character builds

Star traders frontiers builds. Star traders frontiers officer builds. Star traders frontiers character creation.

Looking forward to seeing everyone at the meeting tomorrow and discussing our strategies. A comprehensive guide titled "The Complete Merchant's Handbook" is now available for Star Traders: Frontiers. This edition covers various aspects of surviving and thriving as a merchant in the game, including templating, map creation, and achieving a prosperous end-game. The guide includes sections on strategic planning, sector development, crew management, and maintaining positive reputation with factions. Some key features of this handbook include: - A detailed overview of the early game and strategies for success - A recommended starting point for any level of difficulty - Guidance on templating and creating a merchant template - Advice on talents, crew composition, and captain selection - Tips for achieving and maintaining positive reputation with all factions - A walkthrough of customizing a Galtak Freighter for trade - Strategies for turning a profit every sector For players who prefer combat, the handbook also includes guidance on building an effective crew. As a beginner player, it's essential to focus on the right crew composition. Sharing experiences and recommendations can help new players improve their chances of survival in this challenging game. Want to create an unbeatable ninja spy captain? Follow this guide to build a speed-obsessed knife-wielding mastermind who'll dominate the game! Here's some action-packed footage of your Captain in action... So, why choose a melee stealth captain when it seems counterintuitive? The answer lies in Crew Combat. While your entire crew can't participate in combat, the Captain and Officers are the only ones who can break the curve. Think about it - if you need more command, hire additional commanders. But for a stronger fighting force, you'll want to assign your best crew members to Crew Combat. The Blade and Stealth approach offers speed, defense, and fun! Blades are fast, many opponents have poor defenses against them, and blade skills protect both you and your allies from enemy blades and grenades. Stealth also boosts your defenses without sacrificing initiative like heavy armor would. Plus, it's a blast and surprisingly profitable to own the ground combat! Template Creation: Atributes: * 30 Charisma/Wisdom/Quickness * 18 Fortitude * 14 Strength/Resilience Skills: * Contacts * Fixer (Specialist Gear, Thraul Injector, Black Market) * Gestalt Technologist (Combat Medics, Trade Permits, Trait Conditioning) * Military Commander (Engineers, Faction Rank) * Politician (Diplomats, Introductions, Intel, Pardons) Experience: * Assassin/Spy Officer Lvl 2 allows you to recruit a combat class for each officer immediately. Want Juror to start, as extra money from ship D is less valuable than Ship E's second level. Juror is fast, cheap to operate, but small cargo bay means getting pirated doesn't hurt much. Want all three beginning officers, so no scout ship. Prepare Your Captain (New Game). Map: Default or random map if desired. Faction: Steel Song. This choice allows for Boarding Assault System 4, the main attack strategy as a Crew Combat Captain. Alternatives are Cadar and Sword Cutter, but this ends up costing more money due to re-fits, lack of 1 AU engine, and A4 locker. Difficulty: Impossible is recommended, as lower difficulties might be boring. Manually Assign Talents should be YES for maximum benefits. Initial Officers/Crew: - Check initial officers and crew for restart if necessary. - Ignore Soldiers, Pistoleer, and Swordsman for this process, as they'll get fired anyway. - Deal Breakers: Officer Traits like Rigidly Lawful or Ill-Tempered are unacceptable. Crew Traits with these traits can be tolerated but should be replaced later. - Stats: Doctor or Quartermaster should have 20+ Quickness, and at least 40 combined Quickness and Wisdom. Restart immediately if any of these deal breakers apply. Good, but consider replacing Repair/Electronics traits with something more useful. Engineer traits are less valuable since he won't engage in combat. Officers' Terrifying/Bandit/Sly traits are a waste, but it's not a deal-breaker if you have other great options. Remove or reassign useless traits among your crew, as they're mostly bonuses that don't affect non-officers. Firing and re-recruiting crew is common, so these traits aren't crucial to success. Good qualities include Officer Traits like Device Freak!!, Fleet Footed!!, Driven!, and Problem Solver!. Seedy/Terrifying/Bandit/Sly/Protector traits are nice for some crew members, but prioritize Officer Slots for Calculating! and Mechsync!. Aim for Doctor and Quartermaster to have at least 20 in Quickness and Wisdom. Good Combat Traits on the Doctor (especially Fleet Footed) are highly beneficial. the Saving Talent to save cash during the game start Quartermaster: grab Bounty Hunter and Percept Boss for crew info (and officers) - also get a Sniper Rifle (if game didnt do it) Engineer: pick Scavenger and Port Maint Crew Talents: Crew Dogs: give highest Charisma one Relax Leave, other 2 Safety Protocols Elec-Tecs: 2 Hotwire, 1 Signature Jammer, 1 Alert Scanner Gunners: 2 Boarding Assault, 1 Bombardment, 1 Loot Armory Mechanic: Careful Test Navigators: 2 Read Charts, 1 Efficient Route Pilots: 2 Sure Landfall, 2 Expert Maneuver Pistoleer, Soldiers, Swordsman: dont bother, fire them soon (keep Swordsman till Combat Medic) SAVE game in slot 4 for restarts First Turns land on current planet Fire Pistoleer, Soldiers, and Swordsman Hire Pilot, Mechanic, 2 Navigators give Evasive Maneuvers, Careful Test, Exacting Design x2 fill save slot open Current Missions select Compelling Passenger mission - dont do it yet (deadline: 38 weeks) grab it at 10 weeks or so As the contact, this setup will still work out well. Instead, let's get our final crew member sorted (or replace our swordsman) by getting a Doctor. A second Combat Medic officer in our Crew Combat party is something we want to have eventually, so it makes sense to get one now - that's why we made that contact our #2 choice. First, check the location of our Gestalt Explorer and set a waypoint. Then, see if there are any systems close to the flight path and re-plot our course accordingly. If possible, grab some cargo from the planet we're currently on and head to our first unvisited system. Once there, sell our cargo, load new cargo, and continue like this until we reach our Gestalt Explorer. If we haven't earned enough money yet to buy a combat medic through trading, then let's pick up missions from this contact and complete them until we can afford one. This Combat Medic will be with us until the end of the game and eventually become an officer (Tactics/Level is especially nice on this character, as are +Init traits or Combat Traits). Having a second Medic like this will GREATLY help us avoid Doctor Failures while traveling, keep us alive in crew combats, and significantly reduce our early game expenses/overhead. If we have the extra Rep and Cash, go ahead and pick up Trade Permit lvl 1 from this contact before consigning them to the "never to be thought about again" bin (you might use them again for missions or if you need to replace one of your medics, but basically, they've served their purpose). Now that we have our full Ground Combat Crew, let's get some nice bonus gear for them. Don't take missions that seem too risky. Once you find a decent one, figure out where it's headed, load up some cargo, and trade your way through to make some cash. Keep doing this until the story mission is around 10 weeks away. Keep in mind that there are other contacts like the Military Commander who can help with bonuses and future plans. For now, focus on saving up for a Zartar Fang by running missions and trading. Delay the story mission as much as possible to accumulate cash and experience. When you're ready, check patrol, blockade, or spy missions in every system to find safe and worthwhile opportunities. Your goal is to save up enough money to buy a Zartar Fang and customize it according to the specs. Once you have this ship, promote your second Combat Medic and continue with what you've been doing. With the Zartar Fang, you can engage in combat without worrying too much about losing. Patrol systems controlled by factions you took rep hits from during story missions or take on bounty hunting, spying, and other activities that interest you. Enjoy this phase of the game as it should be relatively safe for you now. Some players choose to fly the Zartar Fang until they save up around 3 million credits and finish the first Era before upgrading to a heavily customized Sword Battlecruiser. This build is also great if you're taking on the Aunt's mission line, which can help unlock the Assassin role for future playthroughs. This game flips the script on traditional hero roles - instead of being the star, you're just another merchant. Don't engage in ship battles for now; retreat, bribe, or let them inspect your cargo if possible. It's cheaper to replace cargo than experienced crew and repairing your ship. Avoid extorting "protection" money early on, as it'll hurt your reputation. Save up for that Zartar Fang - it's a solid ship right out of the box. Take advantage of opportunities to gain contacts with pardons in opposing clans; it's worth it for access to their ports and services. Replace crew members with traits like Rigidly Lawful or Ill-tempered when convenient, as it's less painful to replace them before they gain too many levels. Use the star system to mark bad crew you want to replace. In hard modes, save your game slot by making a backup of your save file and copying it back into place if needed. This game also lets you assign Jobs and Talents to your crew members, with detailed builds for officers and a simple listing for the rest. Captain Ninja, a formidable combatant with expertise in assassination (17), swordsmanship (16), and espionage (11). Officer Zeal combines medical skills (12) with combat prowess (15) and zealotry (15). Officer Quarter oversees logistics as a quartermaster (11), pirate (11), and bounty hunter (17). NCO Engineer excels in engineering (15), mechanics (8), and scavenging (16). Captain Zeal, the leader, is a battle-hardened tactician with some spy skills. Initial levels: two assassins or spies, then grab spy level 1 or assassin level 1, followed by swordsman levels 5 and 11. Next, focus on leveling up spy to get Secrets Unbound at level 21. Key talents include Hitman Rush, Disappearing Act, Bravery Line, Flash Fury, Strength of Steel, Slashing Retreat, and Devastating Charge. Equipment includes the Surefire X4 pistol, Eagle Kukri offhand blade, Nightfall Mesh stealth armor, and Thraul Injector (or Vigeur Dripblade for increased damage). Talents include OnInit: Bravery Line, Hitman Rush; Attack: Flash Fury, Slashing Retreat, Devastating Charge; Recovery: Strength of Steel; Engage Stealth: Disappearing Act. Scores show Atk: Melee 14.2, Ranged 20.1, Melee/Grenade 20.4; Def: Melee 16; Initiative: 21-37 (+7 buffs); Tactics: use Slashing Retreat to activate in Position 1 or 2. As Round 1 begins, take advantage of this Captain's unique abilities. Use their turns (2-3) to set up buffs, potentially removing an enemy or setting up for future attacks. Activate Bravery Line Triggers for +3 Init, +15% Crit, and +15% Parry. Meanwhile, Enemy Officers will trigger Assassin Captain's Stalker ability (+15% Crit, +10% Parry/Dodge, Engage Stealth). Use Slashing Retreat (14 Init spent) to gain 1 Attack, +2 Init, +33% Crit, +50% Parry/Dodge, and +10% Armor. With these new abilities, you now have +5 Init, +58%+Stealth Crit (+77%@Max Stealth), +65% Parry/50% Dodge, and +10% Armor. From here on, act according to remaining Init: - 7+: Attack using Flash Fury (Costs 6, hits with +25% Pierce, +25% Crit) - If Medic (or other desirable) in pos 3, hit Pos 2 to "juggle" Pos 2 & 3 and expose them to your blades. Otherwise, attack Pos 1 to juggle 1 & 2. - Avoid attacking enemy Bladesmen until last if possible, as they're not a threat but are harder to hit. - 1-6: Devastating Charge (Costs 9, On successful hit causes 50% Stun, -2 Init, -25% Parry for 2 turns) - Advances you back to Pos 1 so you can Slashing Retreat when that buff wears off (if needed). In Round 2, if enemies remain, use Hitman Rush Triggers for +2 Init (now +7 Total), +25% Acc, and +10% Crit. Continue attacking based on remaining Init, using Strength of Steel as needed. Pro-tip: Leave one enemy, demoralized/stunned if possible, alive at the end to regain lost HP/Morale. This Captain's abilities will allow you to out-heal any damage while keeping your defenses and crit Maxed out, making them impossible to hit while delivering repeated devastating attacks. Almost zero defense for minimal investment... The Parry ability is available to counter grenades mainly, but it also effectively shuts down enemy bladesmen, causing problems for other builds... As a reference point: Starting with Round 2 (assuming maxed Crit. Bonus and maxed Stealth), a Flash Fury with Eagle Kukri will crit about 112% of the time, dealing +132-152% damage (or 77-156 total damage) for just 6 Init (so you'll get at least 4 such attacks). Even against A5 Heavy Armor Interlock Armor (Impact Soak 60), this still results in 1-116 damage on a non-penetrating hit; 5-9 more if an enemy Officer triggered the Stalker trait... The Officer Zeal will be in Position 1 until Captain gets Slashing Retreat, allowing the Captain to be in Pos 2 for Disappearing Act. Stats: Try to get Quickness close to 30 (or above), and maximize Quickness+Wisdom. The higher his init, the more times this guy can heal... As a Soak Defender, try to get Fortitude 20+ if possible (+% Armor traits are also nice). Bonus Evasion is really beneficial, and +Tactics/Level will increase ranged defense slightly (but not enough to matter). First Levels: Doctor 1, Combat Medic 1, Zealot 1. Then each to 2 (in any order), then Combat Medic to 8, then as you see fit Final Levels: Combat Medic 12, Doctor 12, Zealot 15 Maxed Skills: Pistols 6, Blades 5, Doctor 24, Tactics 2, Command 12, Intimidate 9 Equipemnt: Pistol, Kukri, Heavy Armor, Thraul Injector Talents: First Aid, Cleansing Purge, Medical Staff, Lifeline, Fervor, Life Saver Additional Talents (Pick 9): Medical Ward, Generous in Service, Fanatical Siege, Rough Interrogation, Devoted Service, Diehard Defense, Bloodletting Blow, Bio-poison Slugs, Bio-Agent Bomb, E-Suture, Flatline Scores (assuming stats of 20, A5 Gear): Atk: 7.6 ranged, 6.0 Melee (focus on heals and buffs/debuffs) Def: 2.8 ranged, 7.6 Melee (relies on Heavy Armor to Mitigate, can sometimes deflect grenades) Initiative: Aprox. 10-20 Tactics: Focus on healing everyone, that's what he's here for. Fervor is a nice buff that'll get your captain and both Combat Medics moving a little faster Use Cleansing Purge to restore morale and clear debuffs. Officer MilOff (Pos 3) will be a pure Combat Medic until Zartar Fang unlocks the 5th Officer Slot... Stats: Try to get Quickness close to 30 (or above), and maximize Quickness+Wisdom as high as possible. As a Soak Defender, prioritize high Init for increased healing capabilities. Aim for Fortitude 20+ and +% Armor traits whenever possible. Start by leveling up Doctor 1, Combat Medic 1, and Military Officer 1, then progress to each at level 2, eventually reaching maxed levels of Combat Medic 12, Doctor 12, and Military Officer 15. Max out skills like Pistols, Doctor, Tactics, and Command. Equip a Pistol (Hvy Rattler), Heavy Armor, and Thraul Injector. Talents include First Aid, Cleansing Purge, Medical Staff, Lifeline, Life Saver, Damning Aim, Comanding Sweep, Recruiter's Eye, and others. For the Officer Quarter, focus on healing everyone as a Quartermaster, using positions 4 and early/mid-game slots. Max out Quartermaster 11, Pirate 11, and Bounty Hunter 17 levels. Equip Sniper Rifle, Heavy Armor, and Thraul Injector. Talents include Perceptive Boss, Steadfast Aim, Hunter Challenge, Unfaltering Ire, Resolute Hound, and others. Use Unstoppable Fury to lower foe's damage output (keep in mind that lessening harm happens before armor absorption, so -25% damage greatly reduces actual taken). Use Hunter's Call to Morale Break last enemy and give medics time to heal everyone back up (This won't help against Xenos or other Non-Breakers). Officer Exo (Pos 4 - Late Game) Once you have your Warship Battleship, replace your Quartermaster with this Officer. Stats: Try to get Agility as close to 30 (or above), and get Agility+Wisdom as high as possible. Bonus Evasion or Rifles is nice, but not necessary, as are Tactics/Lvl. First Levels: Get 2 Levels in each for the most bang early on, then Bounty Hunter 5 for Morale Breakers, followed by Xeno Hunter 8 for Unfailing Stand and Soul Piercer. Final Levels: Bounty Hunter 11, Exo-Scout 13, Xeno Hunter 15 Maxed Skills: Rifles 22, Evasion 8, Intimidate 17, Explorer 11 Equipment: Sniper Rifle, Heavy Armor, Thraul Injector Talents: Soul Piercer, Unfailing Stand, Quick Movement, Steady Aim, Overwhelming Ire, Hunter's Call, Irid Laced Resolve (this talent breaks a rule, but buffs Captain as well, and only against Xenos), We the hunters Additional Talents: Eradication Prize, Exalted Hunter, Triumphant Predator, Macabre Harvest, Red badge, Cold-Blooded Threats, Here Be Monsters, Death haunt, Plasma Burner, Puncture Points, Artifact Hunter, (others) Scores (assuming stats of 20, A5 Gear): Atk: 15.2 ranged (vs. Max Def 10-13) Def: 6.0 ranged (relying on Heavy Armor and Pos 4 to Mitigate) Initiative: Find the talent you want and go for it repeatedly. Engineer 8 and Mechanic 1 can save you some credits (around 100-200k) before buying a ship. Leveling up Scavenger later on gives more repair options but 2 levels early on are sufficient. Key skills to max out: Repair, Electronics, Ship Ops, Doctor, Explore. Recommended talents: Port Maintenance, Unrivaled Patch, Assisted Installation, Warfare Patch, Hard Bargain, and Astounding Find. Also consider Engineer's extra high Repair skill. Hire a diplomat early in the game and keep them until you get your Sword Battlecruiser. Promote this experienced officer with good stats: Charisma 30, 20+ Wisdom is beneficial. Non-combat traits like +Tactics/level are valuable, along with Bonus Negotiation. First levels depend on desired talents; promoting to Diplomat 11, Merchant 17, Smuggler 11, and maxing out skills in Negotiate, Intimidate, Tactics, Command, Stealth, Winning Compromise, Market Confidant, Garner Favor, Expose Quality, Hand that Feeds, Generosity, Upstaged Success, Magnanimous Victory, Righteous Profits, Lucrative Wholesale, Slippery Trader, Insider Trading, Bootleg Profits are good choices. Consider adding Known Trader, Friendly Banter, Adept Mediation, Trader's Reciprocity, Hideout, Illicit Notoriety, Settlement, Wise Counsel, Silver Tongue, Cordial Invitation, Bold Statement as additional talents. Don't forget to heal your team before ending combat (if possible). Your captain will do most of the damage in crew battles, often taking out multiple enemies at once. Use your medics to take out enemy medics or buff your own team if there are no other targets. Once you get the Fang, most of your initial crew should have leveled up and doubled their desirable talents. Feel free to replace any underperforming crew members with special classes like Commander, Doctor, or Gunner. Hyperwarp Navigator and Pilot are useful classes that can keep their navigation skills. Don't waste levels on unused skills. Pick up skill-saving talents early on for Command, Intimidate, and Doctor to save money on repairs and damage. You can retrain later if needed. The Zartar Fang is preferred over the Sword Cutter due to its lower cost and quicker readiness (A4 Weapon Locker, 1 fuel/AU engine installed). While the Cutter's extra slots and crew are nice, getting into a Sword Battlecruiser earlier is more desirable. M2400 Void Engine: Chaser Keep the default engine, as it is sufficient for most purposes. Cargo Hold 4 Keep this configuration to maintain cargo capacity. Basic Hyperwarp Drive Upgrade to a Combat version if desired, but the current basic drive should suffice. Reinforced Barracks 3 Retain this upgraded barracks configuration for enhanced crew protection. Armored Officer Suites Maintain these officer suites for improved armor and survivability. Torpedo Mk-Alpha ==> Passenger Suites ($34k, 1 week) Consider upgrading to passenger suites for a short-term benefit, but it may not be worth the cost in the long run. Adv. Mass Dampener 1 Keep this mass dampener for stable movement. Mass Reducer 1 Retain this mass reducer for efficient propulsion. Scout Bridge (Keep) Save up for an upgrade to the Scout Bridge, as it offers more benefits than current configuration. Weapons Locker A4 Keep this locker configuration, but consider upgrading to A5 for improved firepower, although it may not be worth it at present. Hellfire Torpedo ==> Prison Cell ($8k, 3 days) Use hellfire torpedoes instead of prison cells to increase combat effectiveness. Light Railgun ==> Aramach x2 Missile Battery ($40k, 1 week, 1 day) Upgrade the light railgun to an Aramach x2 missile battery for enhanced firepower. Armored Bulkheads ==> Shielded Medical Chamber ($8k, 3 days) Use armored bulkheads instead of shielded medical chambers to prioritize defense and combat capabilities. Pilot Assist Module Keep this module, but note that it can be upgraded to improve performance. Nav Assist Module 2 Maintain the nav assist module for accurate navigation. Mass Modulator 1 Retain this mass modulator for stable movement. Base Price: $535k (Can be reduced to $375k with favorable contacts and crew talents) Princess Steele -15% (Story Mission: Prime Pilgrimage, available after Arbiter Neutrality) Hard Bargain up to -15% (NCO Engineer can acquire Repair 15+ talent by the time of upgrade) Total Upgrades: Approximately $130k, 30 days Assisted Installation -(10+Repair)% (NCO Engineer will have this due to their skillset) Helpful Hands -(10+Repair)% (Mechanic crew can also obtain this ability) Grand Total: